ACADEMIND

ES5 vs ES6

Taught in this course (from the beginning on)!

ES5 (and older)	ES6 (and newer): Modern JavaScript
Supported in basically all browser, including old IE	Supported in modern browsers, can (mostly) be transpiled to ES5
Only had `var`, not `let` or `const`	Many new features that help us write cleaner, better & faster code
Generally same syntax as ES6, but quite some missing features	Still under active development, but ES6 was a big step forward

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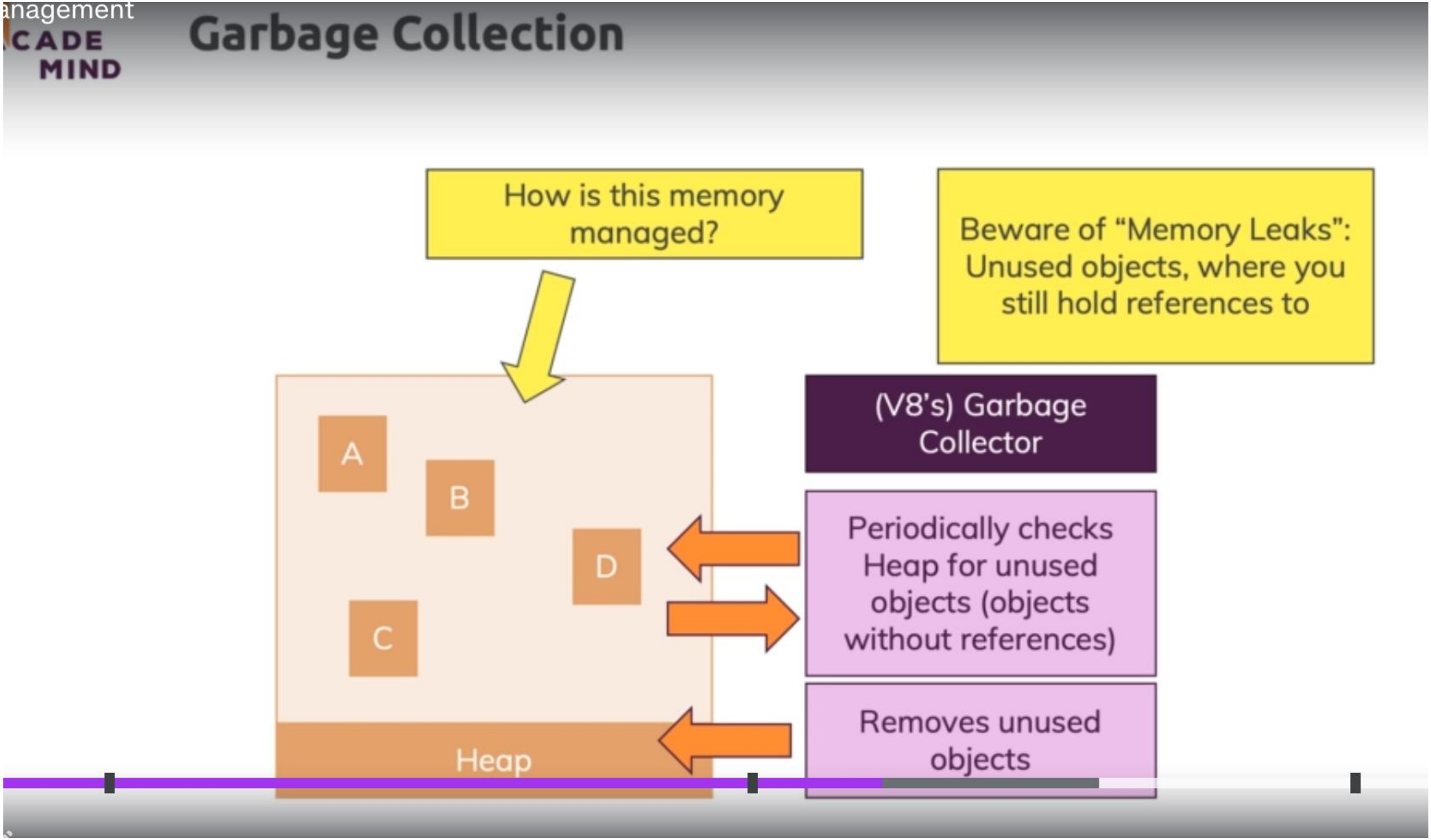
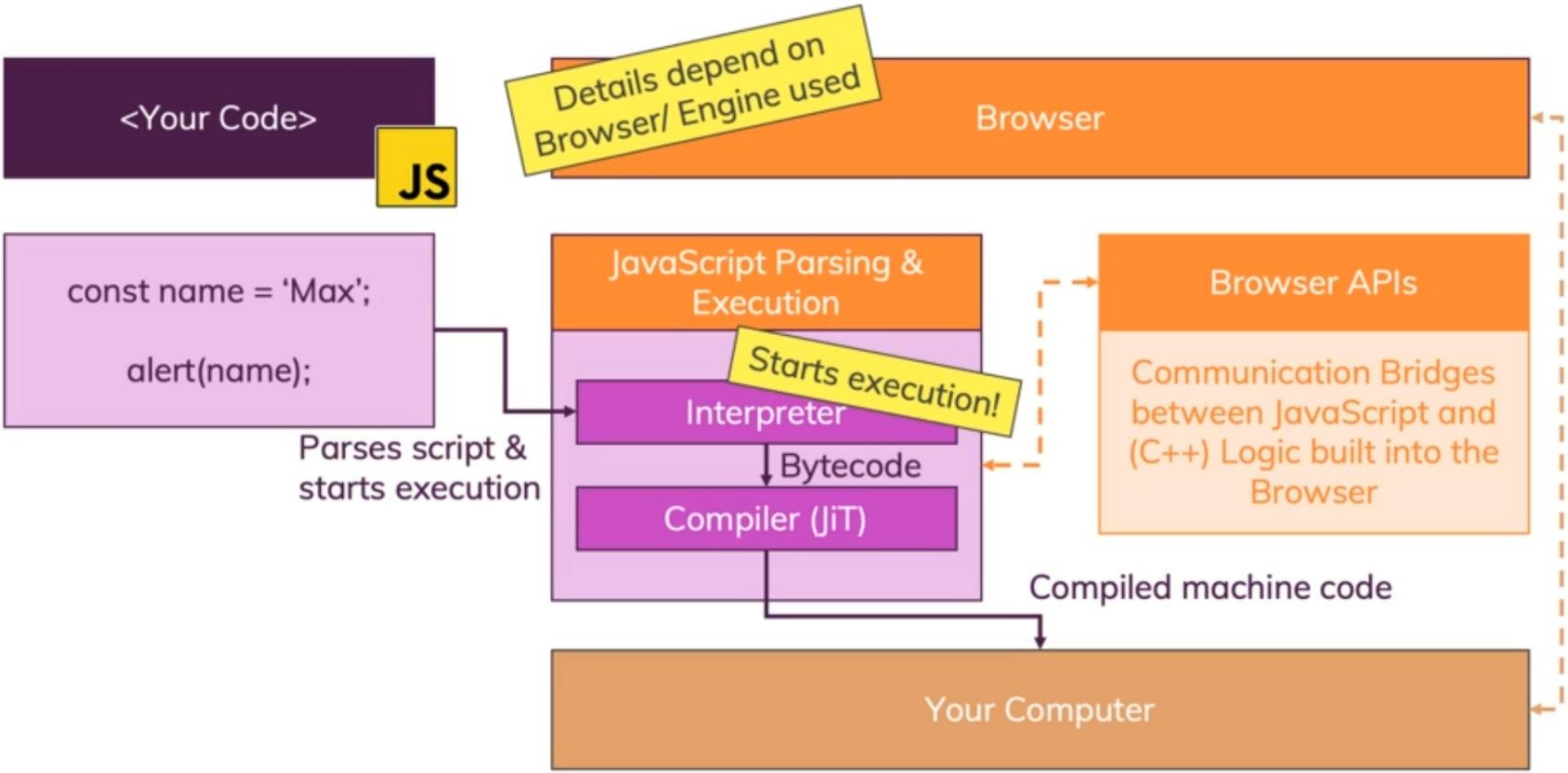
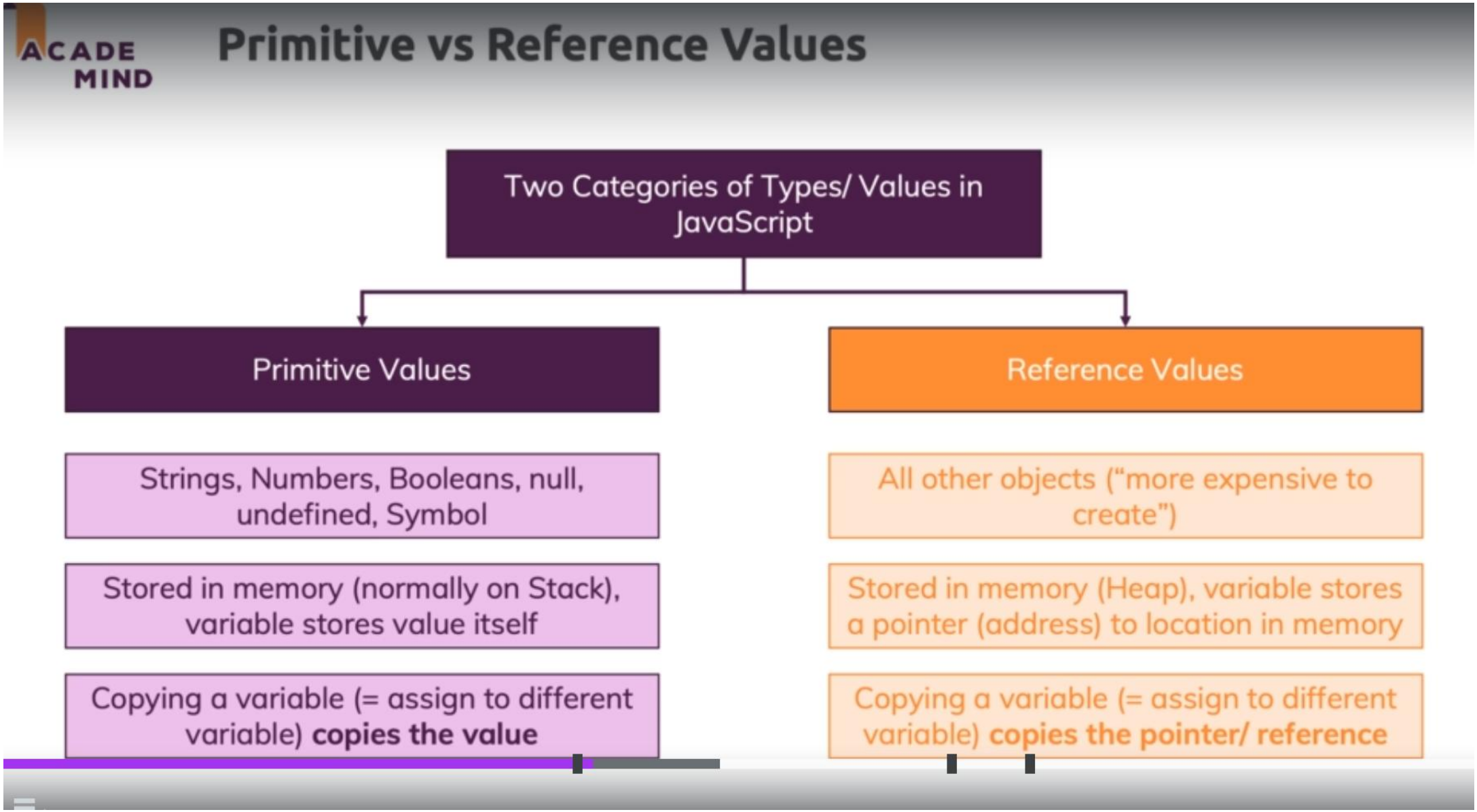
Garbage Collection



JavaScript Engines & What They Do




ACADEMIND
Primitive vs Reference Values
Two Categories of Types/ Values in JavaScript
Primitive Values
Reference Values
Strings, Numbers, Booleans, null, undefined, Symbol
All other objects ("more expensive to create")
Stored in memory (normally on Stack), variable stores value itself
Stored in memory (Heap), variable stores a pointer (address) to location in memory
Copying a variable (= assign to different variable) copies the value
Copying a variable (= assign to different variable) copies the pointer/ reference